93 Aspect of Moradin

LEVEL 16 | AC 30 | DEF 28 | SPEED 6 | HP 95

ATTACK ACTIONS

Warhammer: +23 vs AC; 25 Damage

Returning Warhammer: (range 10) +21 vs AC; 25 Damage

ABILITIES

Good • Immortal

Reach 2

SPECIAL POWERS

Cleave: Immediate, when this creature's attack destroys an enemy; make a attack. Usable once per turn.

Giant Bane: +2 attack and +10 Damage against Giant targets.

CHAMPION 2

- Use when an enemy adjacent to a wall is hit by a attack: +10 Damage on that attack.
- Use at start of round. Enemy creatures can't shift this round.

31 Rikka, Angelic Avenger

LEVEL 8 | AC 20 | DEF 22 | SPEED F8 | HP 75

ATTACK ACTIONS

Greatsword: +12 vs AC; 20 Damage

ABILITIES

Good • Angel • Planar

Unique

Flight

Delayed Appearance: This creature must start the battle off the battle map.

SPECIAL POWERS

Aggressive 5: +5 Damage while not Bloodied.

Cure Wounds: Minor action; this creature or an adjacent ally heals 20 HP.

Waylay: Use before you roll for initiative on any round after the first. Place this creature in any victory area.

100 Elminster of Shadowdale

LEVEL 17 | AC 28 | DEF 29 | SPEED 6 | HP 95

ATTACK ACTIONS

Longsword: +20 vs AC; 15 + 10 thunder Damage

Mystra's Curse: (sight) +19 vs DEF (Will); whenever target makes a die roll, roll an extra die and ignore the highest result (save ends)

Scorching Burst: (radius 1 within 10) +19 vs DEF (Ref); 20 fire Damage

ABILITIES

Good • Human • Arcane

Unique

SPECIAL POWERS

Anyspell: Use 1 , , or attack action of an adjacent Arcane ally, as though this creature had that attack action, using an Attack rating of +17 instead of its normal rating.

CHAMPION 2

- Use when an Arcane creature misses with an attack. Reroll that attack roll.
- Use at start of round. Arcane allies have +4 Attack and +5 Damage until end of round.

122 Large Silver Dragon

LEVEL 13 | AC 29 | DEF 26 | SPEED F8 | HP 120

ATTACK ACTIONS

Bite: +21 vs AC; 15 + 10 cold Damage

Cold Breath: (large cone) +17 vs DEF (Fort); 30 cold Damage AND Immobilized (save ends), 15 cold only on miss. RECHARGE when first Bloodied.

Double Attack: Make 2 attacks, each against a different target.

ABILITIES

Good • Dragon

Flight; Reach 2

Resist 20 Cold

CHAMPION 2

- Use when this champion uses Cold Breath. Creatures in your warband score criticals against Bloodied targets on attack rolls of natural 18+ until end of round.
- Use when this champion starts its turn in one of your victory areas: Score +10 VP.

(c) 2008 Wizards of the Coast, Inc. Permission granted to print for personal use only.

96 Mounted Paladin

LEVEL 16 | AC 30 | DEF 28 | SPEED 8 | HP 95

ATTACK ACTIONS

Bastard Sword: +21 vs AC; 25 Damage

Mounted Attack: This creature moves up to its Speed and makes a attack at any time during its move.

ABILITIES

Good • Human • Mounted • Divine

Immune Fear

SPECIAL POWERS

Divine Challenge: Use at end of this creature's turn. Choose an adjacent enemy; on its next turn, that enemy takes 10 radiant Damage at end of its turn if it does not attack this creature.

Lay on Hands 20: Minor action; adjacent ally heals 20 HP.

Powerful Charge 10: +10 Damage on charge.

105 Solar

LEVEL 15 | AC 30 | DEF 26 | SPEED F6 | HP 90

ATTACK ACTIONS

Greatsword: +22 vs AC; 20 Damage

Longbow: (sight) +22 vs AC; 15 Damage

Slaying Arrow: (sight, Bloodied target only) +18 vs DEF (Fort); destroyed

ABILITIES

Good • Angel • Planar

Flight; Reach 2

CHAMPION 2

- Use before rolling initiative. If you win, Good creatures have +2 AC until end of round. If you lose, Good creatures instead have +2 Attack until end of round.
- Use when an Evil enemy targets an ally with an attack. That ally has +4 AC until end of round.

48 Champion of Eilistraee

LEVEL 11 | AC 25 | DEF 23 | SPEED 6 | HP 70

ATTACK ACTIONS

Bastard Sword: +16 vs AC; 20 Damage

Repel Supernatural: (burst 2) +13 vs DEF (Will); 15 radiant Damage AND push 2 squares; Undead or Shapeshifter targets are also Immobilized

ABILITIES

Good • Fey • Drow

Battle Dance; Immediate, after making a attack; shift 1 square.

CHAMPION 2

Warband Building: All nonchampion Medium Drow creatures are legal in your warband.

- Use before taking your first turn of a round. Martial allies have +2 Attack and +2 AC until end of round.
- Use when a Martial ally hits with a attack: +10 Damage on that attack AND that ally shifts.

42 Couatl

LEVEL 10 | AC 22 | DEF 24 | SPEED F7 | HP 65

ATTACK ACTIONS

Bite: +15 vs AC; 5 + 10 poison Damage

Thunder Orb: (range 5) +14 vs DEF (Ref); 10 thunder Damage

ABILITIES

Good • Planar

Flight

Resist 10 Acid, Cold, Fire, Lightning, Thunder

SPECIAL POWERS

Aura of Protection: Use before rolling initiative; allies within 5 squares gain Resist 10 Acid, Cold, Fire, Lightning, Thunder until end of round.

Snake's Swiftness: Replaces attack action: Nearest ally makes an immediate attack.

Undeniable Gravity: An enemy that begins its turn within 5 squares loses Flight for that turn.

87 Drizzt, Drow Ranger

LEVEL 13 | AC 26 | DEF 24 | SPEED 4 | HP 95

Attack Actions

Icingdeath: +17 vs AC; 10 + 5 cold Damage

Twinkle: +17 vs AC; 15 Damage

❑ **Dual Strike:** Make an Icingdeath and a Twinkle attack. RECHARGE when this creature destroys an enemy.

Abilities

Good • Drow • Martial

Unique; Scout

Defensive Mobility: +5 AC against opportunity attacks while moving.

Multi-Activation 2: Activates twice per round.

Champion 2 ❑❑

Warband Building: All non-Evil Unique creatures are legal in your warband.

• Use at start of round. Unique allies have +4 Attack and +10 Damage until end of round.

• Use when a Unique creature becomes Bloodied. That creature gains +5 Damage until end of battle.

57 Storm Silverhand

LEVEL 11 | AC 24 | DEF 23 | SPEED 6 | HP 70

Attack Actions

Longsword: +18 vs AC; 20 Damage

❑ **Confusion:** (radius 2 within sight) +16 vs DEF (Will); Confused (save ends)

❑ **Silver Fire:** (line 5) Automatic hit; 20 Damage

Abilities

Good • Human • Arcane

Unique; Immune Lightning

Special Powers

❑❑ **Healing Wings:** Replaces attack action: 1 adjacent ally heals 10 HP AND gains Flight until end of its next turn.

Champion 2 ❑❑

Warband Building: All non-Evil Human and Elf creatures are legal in your warband.

• Use after an enemy champion within 5 squares uses a Champion power. That champion is Dazed.

• Use at start of round. Human and Elf allies have +2 Attack and +5 Damage until end of round.

95 Balor

LEVEL 16 | AC 27 | DEF 25 | SPEED F8 | HP 110

Attack Actions

Lightning Sword: +19 vs AC; 15 + 15 lightning Damage

Flaming Whip: (Reach 4) +19 vs AC; 15 + 15 fire Damage AND Immobilized AND pull adjacent

Demonic Domination: (range 10, Bloodied enemy only) +17 vs DEF (Will); Dominated

Abilities

Evil • Elemental • Demon

Flight; Reach 2

Resist 20 Fire

Special Powers

Death Throes: Immediate, when destroyed; all creatures within 2 squares take 20 fire Damage.

Red Tide: While this creature is Bloodied, treat its Champion rating as 4 for determining initiative.

Champion 1 ❑

• Use when an ally's attack misses. Reroll at +5.

• Use at start of opponent's turn. You choose the next creature that opponent activates.

44 Eye of Gruumsh

LEVEL 11 | AC 17 | DEF 18 | SPEED 7 | HP 120

Attack Actions

Vicious Axe: +14 vs AC; 20 Damage AND this creature takes 5 Damage

Double Attack: Make 2 attacks.

Abilities

Evil • Orc • Martial

+4 DEF (Fort)

Immune Flanking: Does not grant combat advantage when flanked.

Special Powers

Inspiration of Gruumsh: Lower-level Orc allies within 10 squares have +5 Damage.

(c) 2008 Wizards of the Coast, Inc. Permission granted to print for personal use only.

98 Githyanki Dragon Knight

LEVEL 16 | AC 29 | DEF 28 | SPEED F8 | HP 95

Attack Actions

Greatsword: +22 vs AC; 20 Damage

Crowdfighter: Make 2 attacks, each against a different target.

❑ **Fiery Breath:** (large cone) +20 vs DEF (Ref); 25 fire Damage, 10 fire on miss. RECHARGE when first Bloodied.

Abilities

Evil • Dragon • Mounted • Githyanki

Flight; Reach 2

Resist 5 Fire

Special Powers

Cavalry 5: +5 Damage against non-Mounted enemies.

Champion 1 ❑

• Use at start of round. Dragon and Githyanki allies have +4 Attack and +10 Damage until end of round.

• Use before taking your first turn of a round. The player who destroys the highest-level enemy this round scores +15 VP.

65 King Obould Many-Arrows

LEVEL 13 | AC 24 | DEF 23 | SPEED 8 | HP 95

Attack Actions

Flaming Greatsword: +16 vs AC; 15 + 10 fire Damage

Abilities

Evil • Orc • Primal

Unique

Immune Flanking: Does not grant combat advantage when flanked.

Special Powers

Bloodrage 10: +10 Damage while Bloodied.

❑ **Death Strike:** Immediate, when destroyed; make a attack.

Domineering: Your warband cannot include any other champions.

Champion 2 ❑❑

• Use on your turn when an ally hits with a attack. Activate 1 extra creature this turn.

• Use when an Orc ally shifts. That ally can shift 1 extra square.

150 King Snurre

LEVEL 19 | AC 31 | DEF 28 | SPEED 6 | HP 125

Attack Actions

Greatsword: +25 vs AC; 15 + 10 fire Damage

Sweeping Sword: Make a attack against 2 different Medium or smaller targets.

Abilities

Evil • Giant • Fire

Unique; Reach 2

Resist 30 Fire

Special Powers

Eyes On Me: Make an immediate attack against any adjacent enemy that shifts or attacks a creature other than this creature.

Champion 3 ❑❑❑

Warband Building: All Giant creatures are legal in your warband.

• Use when an enemy is hit by a attack: +10 fire Damage on that attack AND push 1 square from attacker.

• Use at start of round. All Fire creatures have +2 Speed until end of round.

68 Large Blue Dragon

LEVEL 13 | AC 27 | DEF 26 | SPEED F8 | HP 75

Attack Actions

Gore: +18 vs AC; 10 + 10 lightning Damage

❑ **Lightning Breath:** (line 10) +16 vs DEF (Ref); 25 lightning Damage, 10 lightning on miss. RECHARGE when first Bloodied.

Lightning Burst: (radius 1 within 10) +16 vs DEF (Ref); 20 lightning Damage

Abilities

Evil • Dragon

Flight; Resist 20 Lightning

Champion 2 ❑❑

• Use when a creature takes lightning damage. An enemy within 5 squares of that creature takes 10 lightning Damage.

• Use when an ally is destroyed by a or attack that destroys an enemy. Score +10 VP.

83 Large Red Dragon

LEVEL 15 | AC 29 | DEF 27 | SPEED F8 | HP 90

ATTACK ACTIONS

Fiery Bite: +18 vs AC; 10 + 10 fire Damage

Draconic Fury: 2 attacks, +18 vs AC each; 20 Damage each

❑ **Fiery Breath:** (large cone) +18 vs DEF (Ref); 30 fire Damage, 15 fire on miss. RECHARGE when first Bloodied.

ABILITIES

Evil • Dragon

Flight; Reach 2

Resist 15 Fire

CHAMPION 2 ❑❑

• Use when any attack roll misses. Reroll that attack.

• Use before taking your first turn of a round. The player whose warband eliminates more enemies than any other this round scores +15 VP.

©2008 Wizards

55 Mina, Dark Cleric

LEVEL 12 | AC 26 | DEF 24 | SPEED 5 | HP 75

ATTACK ACTIONS

Mina's Kiss: +19 vs AC; 10 + 10 necrotic Damage

❑❑ **Bestow Curse:** (nearest) +17 vs DEF (Will); 10 Damage AND -4 Attack, -4 DEF (save ends both)

ABILITIES

Evil • Human • Divine

Unique

SPECIAL POWERS

❑ **Death Kiss:** Use when this creature would destroy a living target; target is instead Dominated. It is destroyed at end of its next turn, or if it takes damage.

CHAMPION 2 ❑❑

Warband Building: All Dragon creatures are legal in your warband.

• Use at start of round. Allies have +2 Attack and +5 Damage against enemies affected by Bestow Curse.

• Use when a Dragon ally destroys a creature. That ally heals 10 HP.

©2008 Wizards

79 Vlaakith the Lich Queen

LEVEL 13 | AC 27 | DEF 25 | SPEED 6 | HP 80

ATTACK ACTIONS

Greatsword: +16 vs AC; 15 Damage

❑ **Doom Touch:** +15 vs DEF (Fort); 10 necrotic Damage AND Helpless (save ends)

❑ **Disintegrate:** (range 5) +15 vs DEF (Fort); 25 Damage AND ongoing 10 Damage (save ends)

Lightning Orb: (range 5) +15 vs DEF (Ref); 15 lightning Damage

ABILITIES

Evil • Undead • Githyanki

Unique; Immune Poison

CHAMPION 2 ❑❑

• Use at start of round. Undead, Githyanki, and Dragon creatures have +2 Attack and +10 Damage until end of round.

• Use when a Githyanki or Dragon ally misses with an attack. Reroll that attack.

©2008 Wizards

89 Artemis Entreri

LEVEL 14 | AC 27 | DEF 25 | SPEED 4 | HP 95

ATTACK ACTIONS

Charon's Claw: +19 vs AC; 15 Damage

❑ **Jeweled Dagger:** (range 10) +19 vs AC; 10 + 10 necrotic Damage

ABILITIES

Evil • Human • Martial

Unique; Hide

Multi-Activation 2: Activates twice per round.

Quick Step 2: Can shift 2 squares instead of 1.

SPECIAL POWERS

❑ **Backstab:** Use with Sneak Attack; +20 Damage on that attack. RECHARGE when no enemy is within 10 squares at start of this creature's turn.

Legendary Assassin: Use when this creature destroys a Unique enemy; score +10 VP.

Sneak Attack 5: +5 Damage whenever this creature has combat advantage against target.

©2008 Wizards

(c) 2008 Wizards of the Coast, Inc. Permission granted to print for personal use only.

106 Aspect of Bane

LEVEL 17 | AC 30 | DEF 29 | SPEED 6 | HP 100

ATTACK ACTIONS

Morningstar: +22 vs AC; 25 Damage

Wild Swing: (burst 2) +22 vs AC; 25 Damage AND push 1 square

ABILITIES

Evil • Immortal

Reach 2

SPECIAL POWERS

Aura of Fear: Adjacent enemies have -2 Attack.

©2008 Wizards

84 Fire Giant Forgepriest

LEVEL 15 | AC 28 | DEF 24 | SPEED 6 | HP 95

ATTACK ACTIONS

Maul: +20 vs AC; 25 Damage

❑ **Flame Wave:** (burst 2) +18 vs DEF (Ref); 10 fire Damage AND ongoing 10 fire Damage (save ends) AND push 2 squares. RECHARGE when first Bloodied.

ABILITIES

Evil • Giant • Fire

+4 DEF (Fort)

Resist 30 Fire

Reach 2

SPECIAL POWERS

❑ **Hot Iron:** Use when this creature hits with a attack; target also takes ongoing 10 fire Damage (save ends). RECHARGE when first Bloodied.

©2008 Wizards

70 Warduke

LEVEL 14 | AC 24 | DEF 20 | SPEED 6 | HP 100

ATTACK ACTIONS

Bastard Sword: +17 vs AC; 20 Damage

Intimidating Glare: (nearest) Minor action, +17 vs Will; target has -4 AC and -4 DEF until this creature takes damage

ABILITIES

Evil • Human • Martial

Unique

Blindsight: Ignores Conceal; treats invisible creatures as visible.

SPECIAL POWERS

Cleave: Immediate, when this creature's attack destroys an enemy; make a attack. Usable once per turn.

Bloodthirsty 5: +5 Damage against Bloodied targets.

Methodical Killer 20: +20 Damage against the lowest-level enemy in play.

©2008 Wizards

75 Aspect of Hextor

LEVEL 14 | AC 22 | DEF 22 | SPEED 7 | HP 110

ATTACK ACTIONS

Feinting Strike: +15 vs AC; 25 Damage, reroll once on miss

Inevitable Assault: +15 vs AC; 20 Damage AND this creature shifts 1 square and immediately makes this attack again (maximum 6 per turn)

ABILITIES

Evil • Immortal

Reach 2

SPECIAL POWERS

Multiple Threats: All enemies adjacent to this creature grant combat advantage to all attackers.

"Arise, Scourge of Battle! Attend your humble servant!"

©2008 Wizards

39 Gauth

LEVEL 10 | AC 22 | DEF 20 | SPEED F4 | HP 40

ABILITIES
Evil • Aberrant • Beholder
Flight

ATTACK ACTIONS
Bite: +13 vs AC; 10 Damage
Fire Eyes: (nearest) +15 vs DEF (Ref); 15 fire Damage
Stunning Gaze: (small cone) +15 vs DEF (Fort); Stunned
Warding Eyes: (sight) +15 vs DEF (Fort); Immobilized

SPECIAL POWERS
❑❑ **Barrage:** Can make 2 attacks this turn.
Eye Ray Expert: This creature's attacks do not provoke opportunity attacks.
Reflexive Flame: Immediate, when targeted by an attack; use Fire Eyes against the attacker with a range of sight.

73 Marilith

LEVEL 10 | AC 24 | DEF 23 | SPEED 7 | HP 100

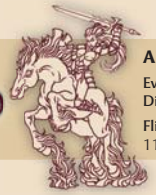
ABILITIES
Evil • Demon • Martial
Reach 2

ATTACK ACTIONS
Scimitar: +18 vs AC; 15 Damage
Shroud of Steel: Make 2 attacks. Hit or miss, this creature has +4 AC until start of its next turn.
Weapon Dance: +18 vs AC; 10 Damage AND this creature shifts 1 square and immediately makes this attack again (maximum 6 per turn).

SPECIAL POWERS
Hacking Blades: Immediate, when an enemy misses this creature with a attack; make a attack against that enemy. Usable once per turn.
Many arms, many deaths.

68 Blackguard on Nightmare

LEVEL 13 | AC 27 | DEF 25 | SPEED F7 | HP 80



ABILITIES
Evil • Human • Mounted • Divine
Flight; Smoke: Conceal 6; Conceal 11 against nonadjacent enemies.

ATTACK ACTIONS
Longsword: +20 vs AC; 15 Damage
Mounted Attack: This creature moves up to its Speed and makes a attack at any time during its move.

SPECIAL POWERS
Cavalry 5: +5 Damage against non-Mounted targets.
Powerful Charge 10: +10 Damage on charge.
CHAMPION 3 ❑❑❑
• Use when an ally becomes Bloodied but is not destroyed. That ally makes an immediate attack at +10 Damage but takes 15 Damage if it misses.
• Use when you win initiative. Creatures in your warband gain Conceal 6 this round.

46 Human Blackguard

LEVEL 10 | AC 25 | DEF 22 | SPEED 5 | HP 70

ABILITIES
Evil • Human • Divine

ATTACK ACTIONS
Longsword: +17 vs AC; 15 Damage

SPECIAL POWERS
Sneak Attack 5: +5 Damage whenever this creature has combat advantage against target.
Tyrannical Rally: Bloodied allies within 5 squares have +2 Attack.
CHAMPION 3 ❑❑❑
• Use when an ally becomes Bloodied but is not destroyed. That ally makes an immediate attack at +10 Damage but takes 15 Damage if the attack misses.
• Use when an enemy attacks an ally. That enemy has -4 AC and -4 DEF until end of its next turn.

(c) 2008 Wizards of the Coast, Inc. Permission granted to print for personal use only.

98 Lord Soth

LEVEL 16 | AC 29 | DEF 28 | SPEED 5 | HP 100

ABILITIES
Evil • Undead
Unique; Immune Poison
Vulnerable 10 Radiant
Resilient: Never considered Bloodied.

ATTACK ACTIONS
Greatsword: +23 vs AC; 20 + 5 necrotic Damage
❑ **Unholy Flames:** (radius 2 within 10) +21 vs DEF (Fort); 30 necrotic OR 30 fire Damage

SPECIAL POWERS
Aura of Fear: Enemies within 5 squares have -2 Attack.
Cleave: Immediate, when this creature's attack destroys an enemy; make a attack. Usable once per turn.
CHAMPION 3 ❑❑❑
Warband Building: All non-Good Undead creatures are legal in your warband.
• Use after this champion attacks. This round, your opponent cannot activate targets of that attack until after all that opponent's other creatures have activated.
• Use when an adjacent enemy activates. That enemy takes 10 Damage and cannot move away on its turn.

105 Pit Fiend

LEVEL 16 | AC 28 | DEF 27 | SPEED F6 | HP 120

ABILITIES
Evil • Devil
Flight; Reach 2
Resist 20 Fire

ATTACK ACTIONS
Claw: +20 vs AC; 10 + 10 fire Damage
Tail Sting: +20 vs AC; 15 Damage AND Followup
Followup: +18 vs AC; ongoing 10 poison Damage (save ends)

SPECIAL POWERS
Aura of Fire 10: Each enemy that starts its turn adjacent takes 10 fire Damage.
CHAMPION 3 ❑❑❑
• Use during this creature's turn. 1 target lower-level Devil ally slides 5 squares, then is destroyed AND creatures adjacent to it take 15 fire Damage.
• Use when an ally would be destroyed. That ally is not destroyed until end of its next turn or it takes damage.

41 Rakshasa

LEVEL 10 | AC 24 | DEF 20 | SPEED 7 | HP 55

ABILITIES
Evil • Rakshasa • Arcane • Mastermind
+4 DEF (Will)

ATTACK ACTIONS
Claw: +17 vs AC; 15 Damage
❑❑ **Bigby's Slapping Hand:** (nearest) +15 vs DEF (Ref); target provokes opportunity attacks
Hold Ray: (nearest) +15 vs DEF (Ref); 10 Damage AND Immobilized

SPECIAL POWERS
❑❑ **Slide:** Replaces attack action: Slide 3 a creature within 5 squares.
CHAMPION 2 ❑❑
• Use 1 Champion power of an enemy champion, as if this creature had that Champion power.
• Use when an Arcane ally hits with an attack. Until end of its next turn, that ally is invisible to creatures hit by that attack.

63 Red Wizard

LEVEL 13 | AC 25 | DEF 23 | SPEED 6 | HP 50

ABILITIES
Evil • Human • Arcane
+4 DEF (Will)

ATTACK ACTIONS
Staff: +16 vs AC; 10 Damage
❑❑ **Fireball:** (nearest, radius 2) +18 vs DEF (Ref); 20 fire Damage, 10 fire on miss
Scorching Burst: (radius 1 within 10) +18 vs DEF (Ref); 15 fire Damage

SPECIAL POWERS
❑ **Sudden Empower:** Use when this creature attacks; +10 Damage on that attack.
CHAMPION 2 ❑❑
• Use at start of round. Arcane allies have +2 Attack and +10 Damage until end of round.
• Use when an Arcane creature misses with an attack. Reroll that attack roll.

83 Horned Devil

LEVEL 11 | AC 27 | DEF 25 | SPEED F6 | HP 90

ATTACK ACTIONS

Spiked Chain: +18 vs AC; 20 Damage AND Dazed

Ensnare: +16 vs DEF (Ref); 20 Damage AND Immobilized AND pull adjacent

ABILITIES

Evil • Devil

Flight

Resist 10 Fire

Reach 4

SPECIAL POWERS

❑ **Dimension Door:** Replaces move action: Teleport 10 squares. RECHARGE when first Bloodied.

Give 'em hell.

83 Beholder

LEVEL 11 | AC 29 | DEF 27 | SPEED F3 | HP 90

ATTACK ACTIONS

Bite: +15 vs AC; 10 Damage

Eye Rays: (range 10, can target allies) Roll 1d20 and use the indicated effect or one of a lower number; choose target after roll.

1-4: *Telekinesis:* +18 vs DEF (Fort); automatic hit against allies; slide 4 squares

5-8: *Sear:* +18 vs DEF (Fort); 15 radiant Damage

9-12: *Slow:* +18 vs DEF (Will); Slowed (save ends)

13-15: *Terror:* +18 vs DEF (Will); 15 psychic Damage AND target immediately moves its Speed away from this creature (Fear)

16-18: *Petrify:* +18 vs DEF (Will); Slowed (save ends); a Slowed target is instead Petrified (save ends)

19-20: *Disintegrate:* +18 vs DEF (Fort); 40 Damage AND ongoing 20 Damage (save ends), 20 Damage only on miss

ABILITIES

Evil • Aberrant • Beholder

Flight

Multi-Activation 2: Activates twice per round.

45 Black Dragon

LEVEL 7 | AC 25 | DEF 23 | SPEED F7 | HP 60

ATTACK ACTIONS

Acid Bite: +16 vs AC; 10 + 10 acid Damage

❑ **Corrosive Breath:** (line 12) +14 vs DEF (Ref); 30 acid Damage, 15 acid on miss. RECHARGE when first Bloodied.

ABILITIES

Evil • Dragon

Flight; Resist 10 Acid

Lurking Foe: This creature must start the battle off the battle map. Place it in your start area or in any unoccupied victory area at start of a round after the first.

CHAMPION 1 ❑

• Use when an ally hits a Bloodied enemy: +10 Damage on that attack.

• Use before taking your first turn of a round. The player with the most creatures in his or her victory areas at end of round scores +10 VP.

42 Drow Cleric of Lolth

LEVEL 9 | AC 23 | DEF 21 | SPEED 6 | HP 65

ATTACK ACTIONS

Dagger: +14 vs AC; 10 Damage

❑ **Eye of Fear:** (range 5) +14 vs DEF (Will); 20 necrotic Damage AND push 6 squares; target cannot be pushed into a pit

Slashing Darkness: (sight) +14 vs DEF (Ref); 10 necrotic Damage

ABILITIES

Evil • Drow • Divine

Feyweave: +4 AC and +4 DEF against attacks.

CHAMPION 3 ❑❑❑

• Use when an ally makes a Attack against a target it has combat advantage against: +10 Damage on that attack.

• Use when a Bloodied enemy misses with a or attack. That enemy takes 10 Damage.

(c) 2008 Wizards of the Coast, Inc. Permission granted to print for personal use only.

33 Duergar Champion

LEVEL 9 | AC 24 | DEF 20 | SPEED 6 | HP 55

ATTACK ACTIONS

Maul: +16 vs AC; 15 Damage

❑ **Beard Quills:** (range 6) +15 vs AC; 5 Damage AND ongoing 5 poison Damage (save ends)

ABILITIES

Evil • Duergar

+4 DEF (Fort)

Conceal 6

SPECIAL POWERS

Awareness: Can make an opportunity attack against an adjacent enemy that shifts.

Cleave: Immediate, when this creature's attack destroys an enemy; make a attack. Usable once per turn.

59 Shuluth, Archvillain

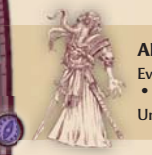
LEVEL 12 | AC 23 | DEF 24 | SPEED 6 | HP 75

ATTACK ACTIONS

Mindcrusher Longsword: +17 vs AC; 10 + 10 psychic Damage

Halt Mind: (sight) +15 vs DEF (Will); 10 psychic Damage AND Dazed

❑ **Mind Blast:** (large cone) +15 vs DEF (Will); 20 psychic Damage AND Stunned



ABILITIES

Evil • Mind Flayer • Mastermind • Psionic

Unique; +4 DEF (Will)

SPECIAL POWERS

❑ **Brain Sucker:** Use when this creature's attack destroys an enemy; this creature has +4 Attack until end of battle.

CHAMPION 2 ❑❑

• Use when an enemy activates. That enemy must move 2 squares before attacking or take 10 psychic Damage.

• Use when an enemy is hit by a critical. That enemy is also Stunned.

39 Orc Champion

LEVEL 10 | AC 21 | DEF 19 | SPEED 8 | HP 80

ATTACK ACTIONS

Halberd: +13 vs AC; 25 Damage

ABILITIES

Orc • Martial

SPECIAL POWERS

Bloodthirsty 10: +10 Damage against Bloodied targets.

Cleave: Immediate, when this creature's attack destroys an enemy; make a attack. Usable once per turn.

With a howl of rage, Gruumsh's champion hurls himself against all who stand against his people.

19 Orc Wardrummer

LEVEL 4 | AC 18 | DEF 19 | SPEED 6 | HP 35

ATTACK ACTIONS

Club: +9 vs AC; 10 Damage

ABILITIES

Orc

SPECIAL POWERS

Drumbeat: Replaces attack action: Choose 1 effect, which lasts until start of this creature's next turn. Drumbeat effects end immediately if this creature is eliminated.

Overwhelming Drumbeat: Enemy champions within 10 squares cannot use Champion powers.

Resistance Drumbeat: Allies within 10 squares have +4 DEF.

Frenzied Drumbeat: Allies within 10 squares have +5 Damage against Bloodied targets.

94 Steel Predator

LEVEL 16 | AC 29 | DEF 28 | SPEED 8 | HP 95

ATTACK ACTIONS

Claw: +21 vs AC; 20 Damage

Pin Down: +21 vs AC; 15 Damage AND Immobilized until end of this creature's next turn

❑ **Roar:** (large cone) +17 vs DEF (Fort); 40 thunder Damage, 20 thunder on miss

ABILITIES

Planar

Immune Thunder

Blind: Immune to attack actions and special powers with Gaze in their name.

Blindsight: Ignores Conceal; treats invisible creatures as visible.

SPECIAL POWERS

Aggressive 5: +5 Damage while not Bloodied.

Rake: +10 Damage against Immobilized targets.

74 Marut

LEVEL 15 | AC 29 | DEF 27 | SPEED 6 | HP 85

ATTACK ACTIONS

Slam: +20 vs AC; 10 + 10 thunder Damage

Inevitable Push: +20 vs AC; 15 + 10 thunder Damage AND push 2 squares AND this creature shifts 1 square

Mass Inflict Light Wounds: (radius 1 within 10) +18 vs DEF (Ref); 15 necrotic Damage

ABILITIES

Immortal • Planar

Resist 15 Thunder

Blindsight: Ignores Conceal; treats invisible creatures as visible.

Reach 2

SPECIAL POWERS

Single-Minded: On its turn, this creature cannot move or attack a nonchampion if an enemy champion is within its Reach.

69 Mordenkainen the Mage

LEVEL 12 | AC 25 | DEF 23 | SPEED 6 | HP 65

ATTACK ACTIONS

Staff: +15 vs AC; 10 Damage

❑ **Cone of Cold:** (large cone) +17 vs DEF (Ref); 20 cold Damage AND Immobilized, 10 cold AND Slowed on miss

❑ **Mordenkainen's Knife:** (range 10) Automatic hit; ongoing 10 Damage until this creature is destroyed

Scorching Burst: (radius 1 within 10) +17 vs DEF (Ref); 15 fire Damage

ABILITIES

Human • Arcane

Unique

SPECIAL POWERS

Mordenkainen's Faithful Hound: 5 Damage to each enemy that starts its turn within 5 squares of this creature.

❑ **Spell Penetration:** Reroll this creature's attack roll.

59 Tordek, Dwarf Champion

LEVEL 13 | AC 26 | DEF 22 | SPEED 6 | HP 100

ATTACK ACTIONS

Shocking Waraxe: +20 vs AC; 10 + 10 lightning Damage

❑ **Thrown Warhammer:** (range 10) +18 vs AC; 15 Damage AND Stunned

ABILITIES

Dwarf • Martial

Unique; +4 DEF (Fort)

Dodge Giants: +4 AC against Giant creatures.

Ghost Touch: This creature's Attacks ignore Insubstantial.

SPECIAL POWERS

Awareness: Can make an opportunity attack against an adjacent enemy that shifts.

Cleave: Immediate, when this creature's attack destroys an enemy; make a attack. Usable once per turn.

(c) 2008 Wizards of the Coast, Inc. Permission granted to print for personal use only.

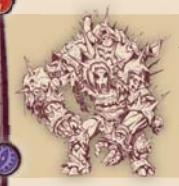
103 Cadaver Collector

LEVEL 16 | AC 27 | DEF 25 | SPEED 6 | HP 100

ATTACK ACTIONS

Slam: +23 vs AC; 25 Damage

❑ **Paralyzing Breath:** (small cone) +21 vs DEF (Fort); Helpless (save ends)



ABILITIES

Construct

Immune Fear, Poison

+4 DEF (Fort)

Reach 2

SPECIAL POWERS

Bloodthirsty 10: +10 Damage against Bloodied targets.

Corpse Collecting: Whenever an adjacent creature is destroyed, RECHARGE Paralyzing Breath AND this creature heals 10 HP.

It wades through the carnage with grisly purpose.

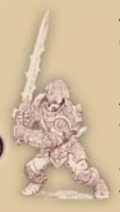
45 Helmed Horror

LEVEL 11 | AC 27 | DEF 25 | SPEED F6 | HP 70

ATTACK ACTIONS

Imbued Sword: +18 vs AC; 10 + 10 fire Damage

Crossbow: (nearest) +14 vs AC; 15 Damage



ABILITIES

Construct

Flight

Arcane Defense: +2 DEF against Arcane creatures.

Blindsight: Ignores Conceal; treats invisible creatures as visible.

Slow Reload: Can't make a attack and move on the same turn.

Infused with an elemental sentience, a helmed horror ruthlessly follows the commands of its creator.

50 Chimera

LEVEL 12 | AC 24 | DEF 22 | SPEED F6 | HP 90

ATTACK ACTIONS

Bite: +15 vs AC; 10 Damage

Triple Attack: Make 3 attacks, each against a different target.

❑ **Dragon's Breath:** (line 12) +13 vs DEF (Ref); 20 acid Damage, 10 acid on miss

❑ **Lion's Roar:** (large cone, Bloodied targets only) +13 vs DEF (Will); Stunned (Fear; save ends)

ABILITIES

Magical Beast

Flight

SPECIAL POWERS

Ram's Powerful Charge 15: +15 Damage on charge.

Each head is hungrier than the one before.

52 Frenzied Berserker

LEVEL 12 | AC 18 | DEF 19 | SPEED 8 | HP 120

ATTACK ACTIONS

Greatsword: +15 vs AC; 20 Damage

❑ **Rolling Strike:** +15 vs AC; 30 Damage AND this creature shifts 1 square

ABILITIES

Human • Primal

+4 DEF (Fort)

SPECIAL POWERS

Bloodrage 5: +5 Damage while Bloodied.

Bloodthirsty 10: +10 Damage against Bloodied targets.

Burnout: This creature takes 10 Damage at end of its turn if it did not attack on that turn.

❑ **Death Strike:** Immediate, when destroyed; make a attack.

33 Guenhwyvar

LEVEL 9 | AC 23 | DEF 21 | SPEED 8 | HP 65

ATTACK ACTIONS

Claw: +14 vs AC; 10 Damage

ABILITIES

Magical Beast • Planar

Unique; Hide

Delayed Appearance: This creature must start the battle off the battle map.

SPECIAL POWERS

Momentum: +5 Damage if this creature moved during this turn.

❑ **Onyx Figurine:** Use before you roll for initiative on any round after the first. Place this creature in your start area or adjacent to an allied champion.

Ripping Pounce: When this creature charges, it makes 1 extra attack against the target.

49 Warforged Barbarian

LEVEL 12 | AC 22 | DEF 20 | SPEED 6 | HP 90

ATTACK ACTIONS

Greatsword: +15 vs AC; 25 Damage

ABILITIES

Warforged • Primal

+4 DEF (Fort)

Immune Poison

Fortified Armor: Takes 10 less damage from criticals (minimum 10).

SPECIAL POWERS

Bladed Rage 5: Use at start of this creature's turn; 1 adjacent enemy takes 5 Damage.

"I was created to fight, and I will not stop until I am free."

98 Archmage

LEVEL 16 | AC 28 | DEF 29 | SPEED F8 | HP 75

ATTACK ACTIONS

Staff: +19 vs AC; 10 Damage

❑❑ **Acid Arrow:** (sight) +19 vs DEF (Ref); ongoing 10 acid Damage AND 5 acid Damage to creatures adjacent to target

❑ **Banishment:** (range 5; Demon, Devil, or Planar targets only) +19 vs DEF (Will); 35 Damage AND Stunned, 15 Damage only on miss

Magic Missile: (sight) +19 vs DEF (Ref); 15 Damage, ignore Insubstantial

ABILITIES

Human • Arcane

Flight; Conceal 6

SPECIAL POWERS

❑ **Dimension Door:** Replaces move action: Teleport 10 squares. RECHARGE when first Bloodied.

Mordenkainen's Sword: Use at start of this creature's turn. The nearest enemy in line of sight takes 15 Damage.

61 Iron Golem

LEVEL 13 | AC 28 | DEF 23 | SPEED 5 | HP 80

ATTACK ACTIONS

Fist: +18 vs AC; 20 Damage

❑ **Poison Cloud:** (burst 2) +15 vs DEF (Fort); ongoing 10 poison Damage AND Weakened (save ends both)

ABILITIES

Construct

+4 DEF (Fort); Reach 2

Immune Fire, Poison

Inexorable: Can move through enemies.

Ponderous: Can't shift.

SPECIAL POWERS

Direct Orders: +5 Damage while within 5 squares of an allied champion.

❑❑ **Spell Deflection:** Immediate, when hit by an attack from an Arcane creature; the attack misses instead.

(c) 2008 Wizards of the Coast, Inc. Permission granted to print for personal use only.

28 Shadowdancer

LEVEL 7 | AC 20 | DEF 19 | SPEED 7 | HP 50

ATTACK ACTIONS

Short Sword: +12 vs AC; 15 Damage

ABILITIES

Shadow • Human

Hide

SPECIAL POWERS

❑ **Defensive Roll:** Immediate, when hit by a or attack; the attack misses instead.

❑❑ **Shadow Jump:** Minor action; teleport 10 squares to a space adjacent to a wall.

Sneak Attack 10: +10 Damage whenever this creature has combat advantage against target.

Where shadows fall, so do killing strokes.

42 Elf Warmage

LEVEL 11 | AC 23 | DEF 21 | SPEED 6 | HP 45

ATTACK ACTIONS

Shocking Grasp: +13 vs AC OR DEF (Ref); 15 lightning Damage

❑ **Acid Breath:** (large cone) +13 vs DEF (Ref); 15 acid damage

❑ **Blast of Flame:** (large cone) +13 vs DEF (Ref); 15 fire damage

Thunder Lance: (range 10) +13 vs DEF (Ref); 15 thunder Damage

ABILITIES

Elf • Arcane

SPECIAL POWERS

❑❑❑ **Ring of Blades:** Use at start of an adjacent enemy's turn; that creature takes 10 Damage.

❑ **Sudden Empower:** Use when this creature attacks: +10 Damage on that attack.

33 Storm Archer

LEVEL 9 | AC 21 | DEF 20 | SPEED 7 | HP 50

ATTACK ACTIONS

Short Sword: +14 vs AC; 10 Damage

Longbow: (sight) +14 vs DEF (Ref); 15 lightning Damage

ABILITIES

Elf • Martial

Hard Target: +4 AC and +4 DEF against enemies farther than 10 squares.

SPECIAL POWERS

❑❑ **Disruptive Strike:** Immediate, when an enemy in line of sight makes an attack against an ally; make a attack against that enemy. If the attack hits, the enemy also has -4 Attack on its next attack roll.

Lightning flashed, but the only thunder was the sound of his enemies falling to the ground.

30 Drider Sorcerer

LEVEL 9 | AC 21 | DEF 23 | SPEED 7 | HP 45

ATTACK ACTIONS

Dagger: +14 vs AC; 10 Damage

❑❑ **Baleful Transposition:** (range 5) +16 vs DEF (Will); 1 ally within 5 squares of this creature switches positions with target. Both creatures must end in legal positions.

❑ **Lightning Bolt:** (line 10) +14 vs DEF (Ref); 20 lightning Damage, 10 lightning on miss

Slashing Darkness: (sight) +14 vs DEF (Ref); 10 necrotic Damage

ABILITIES

Drow • Spider • Arcane

Conceal 6

SPECIAL POWERS

Darkfire: Enemies within 2 squares do not benefit from Conceal or invisibility.

55 Ryld Argith

LEVEL 11 | AC 27 | DEF 23 | SPEED 6 | HP 75

ATTACK ACTIONS

Splitter: +15 vs AC; 20 Damage

ABILITIES

Drow • Martial

Unique

Commanding Presence: This creature is treated as having a Champion rating of 4 for determining initiative.

SPECIAL POWERS

Awareness: Can make an opportunity attack against an adjacent enemy that shifts.

Inspire Allies: Evil allies score criticals on attack rolls of natural 19 or 20; Good allies have +2 Attack.

Keen Critical 19: Scores criticals on attack rolls of natural 19 or 20.

Sneak Attack 5: +5 Damage whenever this creature has combat advantage against target.

©2008 Wizards Dungeons & Dragons 57/60

78 Centaur Hero

LEVEL 15 | AC 26 | DEF 26 | SPEED 8 | HP 85

ATTACK ACTIONS

Greatsword: +20 vs AC; 20 Damage

Galloping Attack: This creature moves up to its Speed (minimum 1 square) and makes a attack at any time during its move.

Longbow: (sight) +20 vs AC; 20 Damage

ABILITIES

Fey • Centaur • Martial

Reach 2

SPECIAL POWERS

Powerful Charge 10: +10 Damage on charge.

©2008 Wizards Dungeons & Dragons 58/60

53 Death Slaad

LEVEL 12 | AC 25 | DEF 24 | SPEED F6 | HP 75

ATTACK ACTIONS

Longsword: +17 vs AC; 20 Damage

Stunning Rend: +17 vs AC; 20 Damage AND Followup

Followup: +15 vs DEF (Fort); Stunned

ABILITIES

Slaad • Chaos

Flight

SPECIAL POWERS

Chaos Storm: Use when you win initiative; RECHARGE Stunning Rend AND all enemies have -2 Attack until end of round.

CHAMPION 2

• Use at start of round; Roll 1d20. 1-10: Slaad allies have +2 DEF and +10 Damage until end of round. 11-20: Slaad allies have +2 AC and +4 Attack until end of round.

©2008 Wizards Dungeons & Dragons 59/60

51 Large Green Dragon

LEVEL 8 | AC 25 | DEF 22 | SPEED F9 | HP 85

ATTACK ACTIONS

Bite: +15 vs AC; 10 Damage AND ongoing 10 poison Damage (save ends)

Poison Breath: (large cone) +14 vs DEF (Fort); 15 poison Damage AND ongoing 10 poison Damage (save ends), 10 poison only on miss. RECHARGE when first Bloodied.

ABILITIES

Dragon

Flight; Reach 2

Resist 10 Poison

CHAMPION 1

• Use at start of round. Allies have an extra +4 Attack and +10 Damage against flanked targets until end of round.

©2008 Wizards Dungeons & Dragons 60/60

(c) 2008 Wizards of the Coast, Inc. Permission granted to print for personal use only.